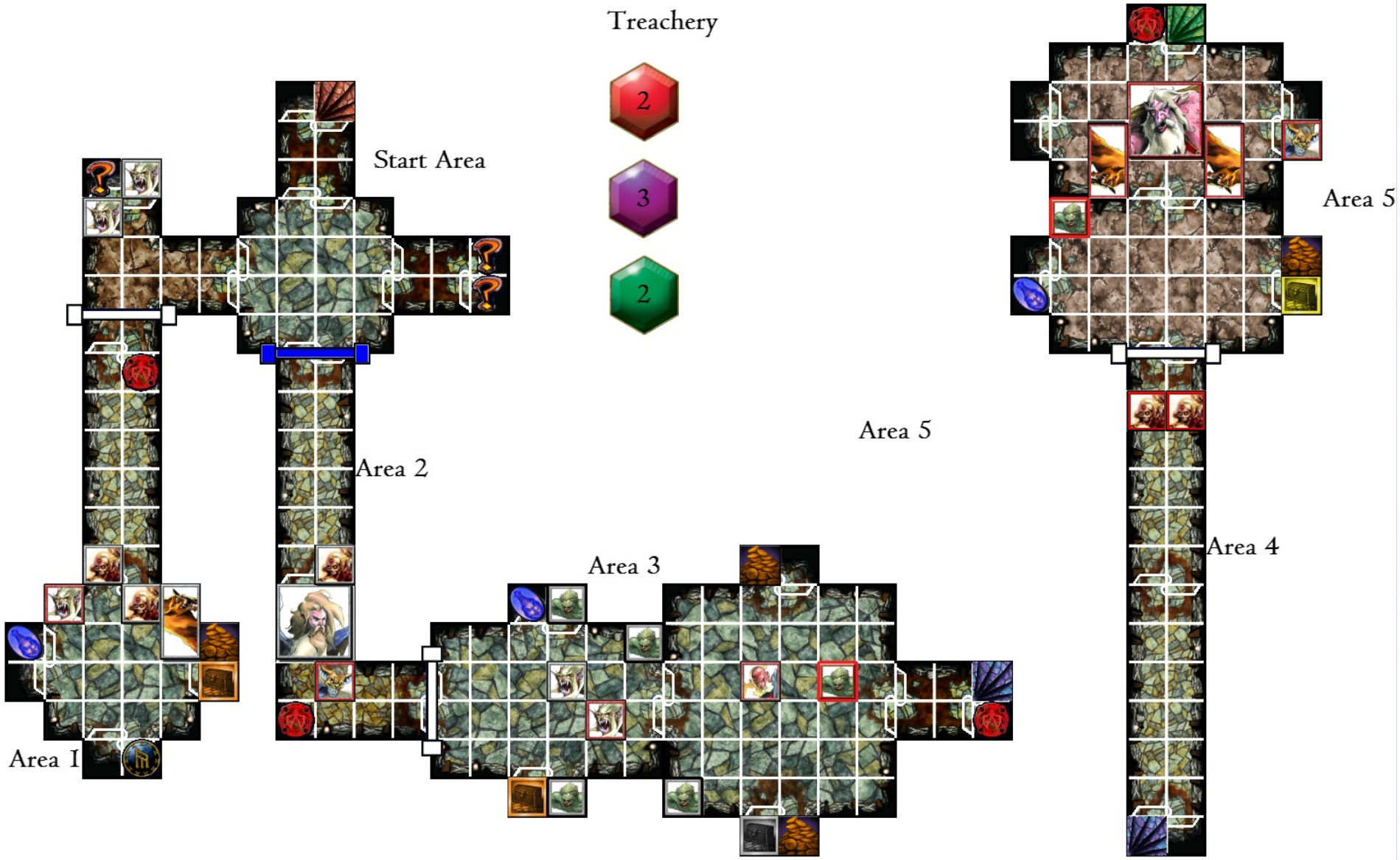

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Escape from the Baron's Castle

By Chris Buckley

Scenario Background

You have been captured by the evil baron Deville, and instead of being executed immediately, you have been cast into his dungeon where he can slowly break your body and mind. He wants you to beg him to end your suffering. Your only hope lies with your companion who managed to escape the ambush. You dare to hope that they will arrive soon to aid your escape. And then you can turn your thoughts to what is burning beneath your chest... Revenge.

Mission Goals

The heroes must escape the baron's dungeon, and find a way to make him pay for the suffering that they have endured at his hands.

The heroes start with 5 conquest tokens.

There are several special rules for the setup and play of this game:

1) - At the start of the game, select one hero randomly. This hero managed to evade capture and has found a way to access the secret dwarven tunnels on which the dungeon is built. He begins the game on the staircase of the starting area. The other 3 heroes are bound on the squares indicated by the question marks.

2). The randomly selected hero is carrying as much of his fellows equipment as he can. Only this hero may buy gear from the purchase deck at the start of the game, but he may purchase as much as he likes. He is only limited by what he can carry.

Important: Note that if any of the heroes are killed before revealing the first Glyph, then the adventure of that hero will end here. To balance this, the overlord is not allowed to spawn monsters in the start area of the map until at least one of the other heroes has been freed.

Start Area

As you creep toward what you think is the dungeon cell, you believe you can hear the snarling of beastmen, accompanied by the defiant shouts of your companions.

The bound heroes cannot take any actions until they are freed. It takes a Melee, Ranged, or Magic (2) action to free a hero. This is a prolonged action that cannot be interrupted. It is assumed any familiars are also bound, and are freed with their owners.

Monsters will not attack bound heroes until they are freed.

Area 1

As you open the door, light creeps into the dark room revealing what you can only imagine are the remains of several unfortunate previous adventurers. As you scan the room intently, you believe you can see where the equipment of these poor souls has been stored... just the same second as you realise that some of the "remains" are picking up weapons and advancing toward you!

When the players activate the first glyph of the dungeon, read the section entitled "Dwarven Village" to them located after the rules for area 5.

Area 2

The air here smells stale, and something large moves in the darkness. It seems to be another creature that was at some time alive, but now the sound of bone scraping on the ground gives you the impression that this creature is no longer among the living.

The manticore here is undead. It has the undying ability.

Area 3

Pushing the door slowly aside, you peer around the corner. You wouldn't have thought it was possible, but it seems even darker in the large cavern that awaits. As your eyes become accustomed to the darkness, you can make out several human sized figures, their arms raised to the sky as though locked in some grotesque kind of worship. Squinting further, you can make out one lone figure standing above the others. You recognise him as one of the baron's lieutenants, in charge of the foul ghouls that inhabit the catacombs. Unfortunately, he sees you at the same time, and hisses a battle cry as a shroud of magical darkness swirls around him.

Shrieking, his minions leap toward you, licking their claws to coat them with a deadly venom!

The master Ferrox in this room is the Ghoul priest. He is protected by an aura of darkness, preventing the heroes from drawing line of sight into any square adjacent to him. The Overlord may spawn monsters in these squares as normal, and he may not be attacked unless his attacker is in an adjacent square. He rolls the same attack dice as a master dark priest, and has the abilities leech, bleed, and dark prayer. He may attack through his own aura without penalty.

The normal ferrox in the room are ghouls, and have poison instead of the bleed ability.

If the heroes kill the ghoul priest, they gain 2 conquest tokens.

Area 4

A long bridge stretches out before you. At the other end, two figures, wreathed in flames, stare back at you menacingly.

The skeletons are fire skeltons. They are treated like normal master skeletons, except they have the burn ability, and their undying check activates on a blank in addition to the surge.

Area 5

The huge and imposing figure of a skeletal giant blocks your way to the staircase leading out of the dungeon. You recognise the creature as the guardian of these levels. If you can get past him and the sentinels, you will be able to press onwards into the heart of the baron's castle.

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The master giant here is undead. He has 8 armor, and 15 extra wounds. In addition, he heals himself of 5 wounds when activated.

The staircase is covered by a metal portcullis. In order to open the gate, a prolonged melee (4) action must be completed. This action can be a combined action, but can be disrupted. If any player is disrupted, all players lose all progress tokens as the portcullis slams heavily back into the ground.

If the heroes manage to defeat the giant, they gain 4 conquest tokens. As soon as all players leave by the staircase, they have completed this part of the quest. Make a note of any treasures, training tokens, and skills they have obtained for when they begin the second quest.

Dwarven Village

Searching through the old tunnels, you come across a small, run down underground village. It is inhabited by several aged dwarves, remnants of the population that lived here before the baron laid waste to their land. Though they are too old to aid you directly in your quest, they will provide you with shelter, assistance and weapons.

The heroes may use the glyphs to access the secret dwarven tunnels, and may use the town to shop, train, and purchase healing as per the normal rules. They cannot, however, buy Silver or gold level treasures.

Chests:

Copper 1 - 1 conquest token, 1 copper treasure
Copper 2 - 3 conquest tokens, 1 curse, 1 copper treasure
Copper 3 - 1 curse, 2 copper treasures

Silver 1 - 1 healing potion, 100 coins, 1 silver treasure
Silver 2 - 3 conquest tokens, 1 curse, 1 silver treasure
Silver 3 - 150 coins, 2 curses, 2 silver treasures

Gold 1 - 3 conquest tokens, 2 curses, 1 gold treasure
Gold 2 - 1 curse, 1 vitality potion, 1 gold treasure

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